FIG 1

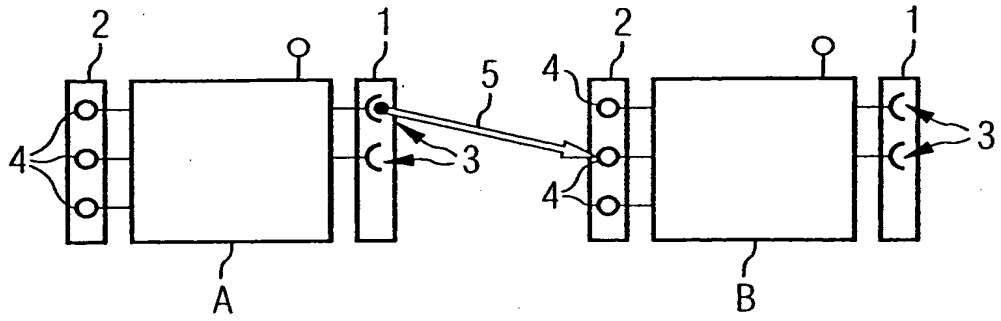

FIG 2

	CompA.MethodEvent3				CompB.Method4	
	Parameter	Typ	Konstante	Typ	Parameter	Typ
1	P31	long			P44	long
	P32	double			P42	double
	P33	char*				
			K1: 100	long	P41	long
5			K2: "Hello World"	char*	P43	char*

FIG 2a

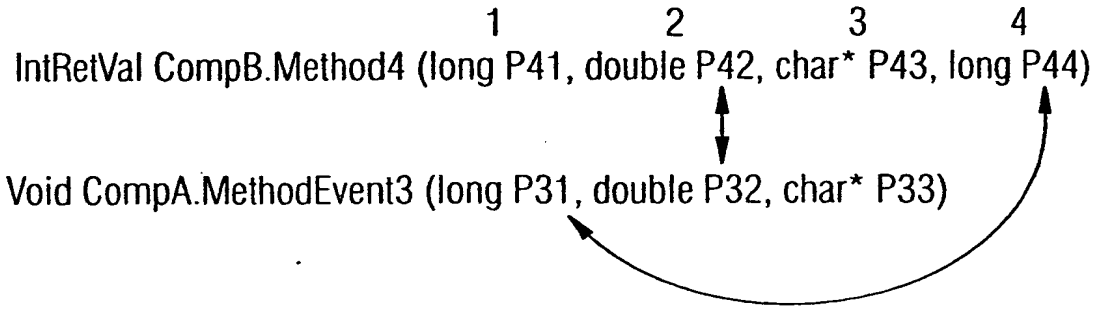

FIG 3

```
1  CompA_EventOne_Sink(int AP1, float AP2)
   (
            char     *BP1 ;
            long     BP2 ;
5           double   BP3 ;

            BP1 = "Hello World" ;
            BP2 = AP1 ;
            BP3 = AP2 ;
10          CompB_MethodOne(BP1, &BP2, BP3) ;
   )
```

FIG 4

```
1  ...
   <Event>
   CompA.EventOne, int P1, float P2
   </Event>
5  ...
   <Method>
   CompB.MethodOne, [IN] char *P1, [INOUT] long P2,
                    [in] double P3
   </Method>
10 ...
   <Connection>
   CompA.EventOne Calls CompB.MethodOne, "Hello World",
                    CompA.EventOne.P1, CompA.EventOne.P2)
   </Connection>
15 ...
```

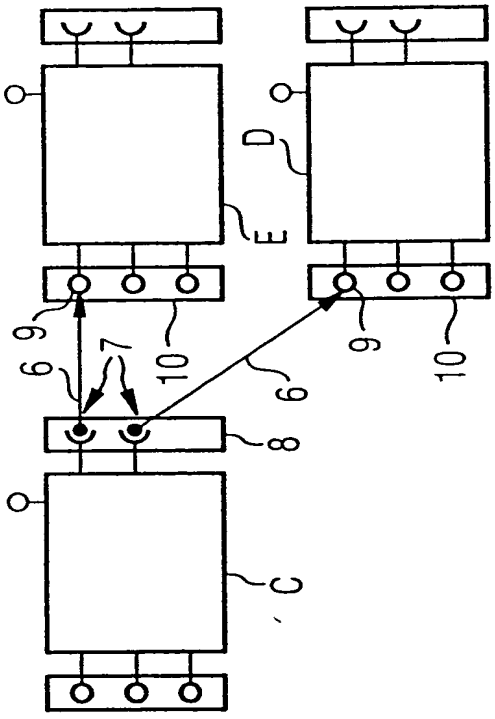

FIG 5

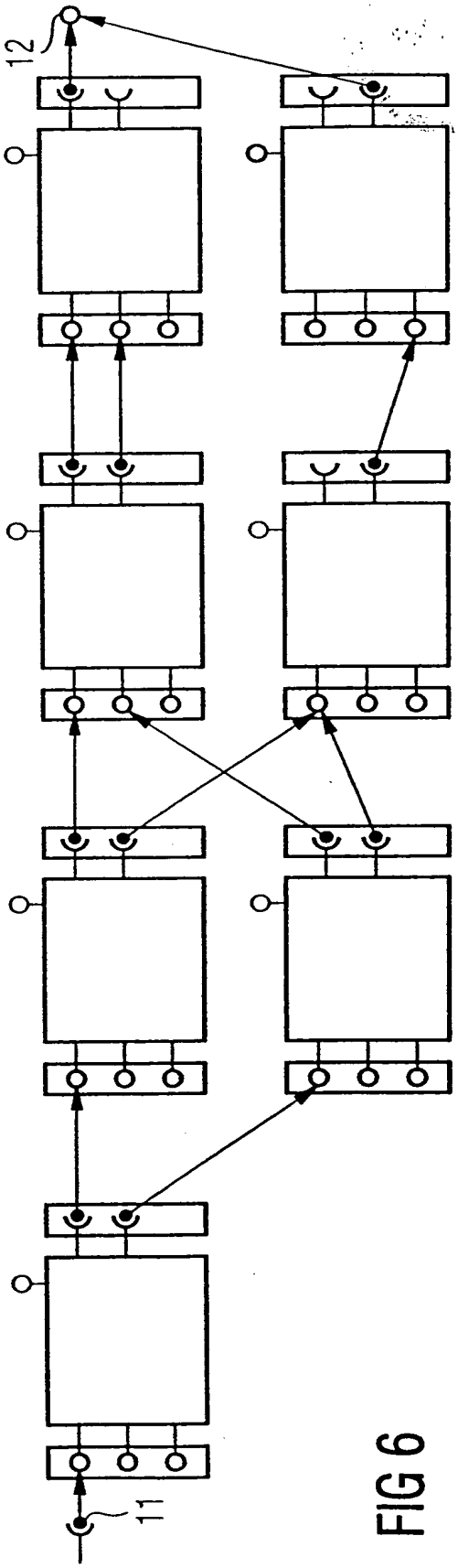

FIG 6

FIG 7

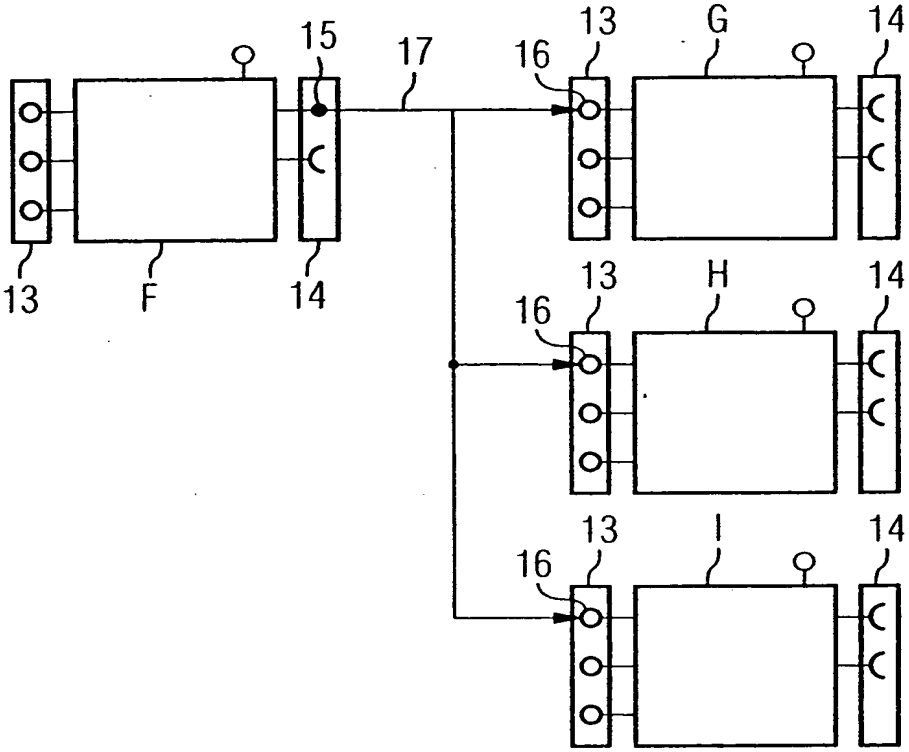
15
17
16
13
G
14
13
F
14
16
13
H
14
16
13
I
14
16

FIG 8

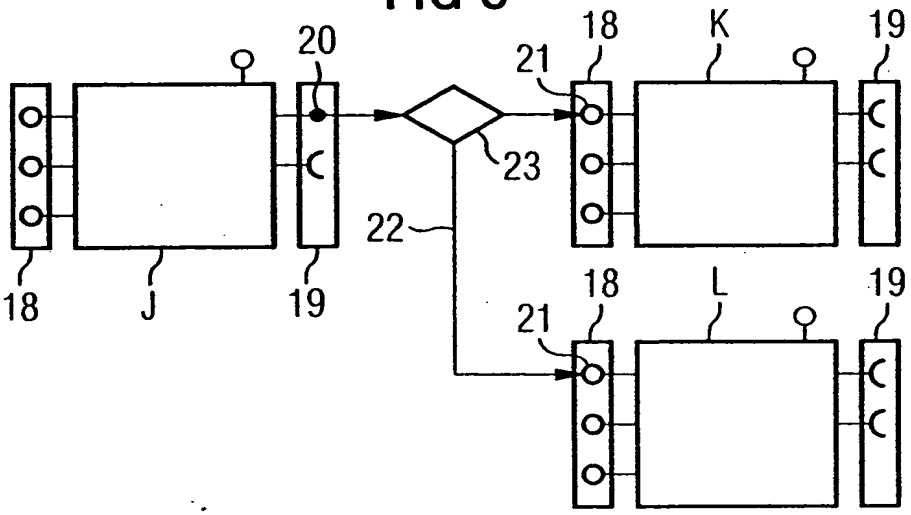
20
18
K
19
21
23
22
18
J
19
21
18
L
19
21

FIG 9

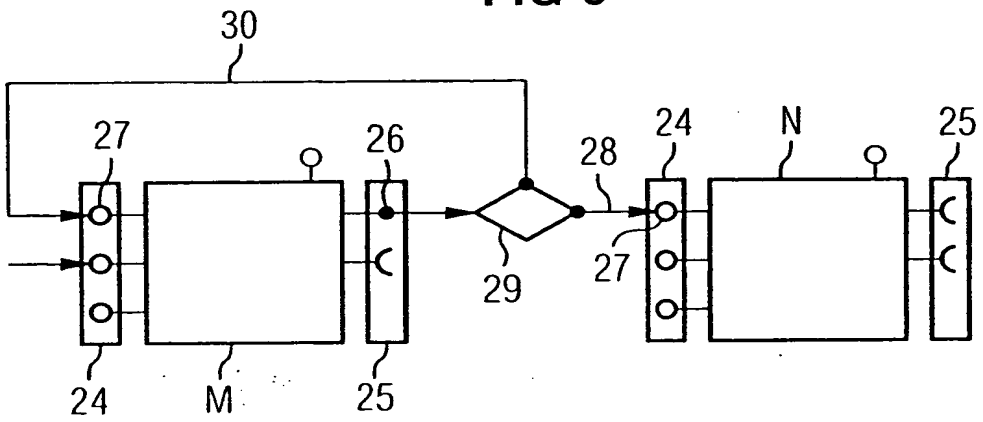

FIG 10

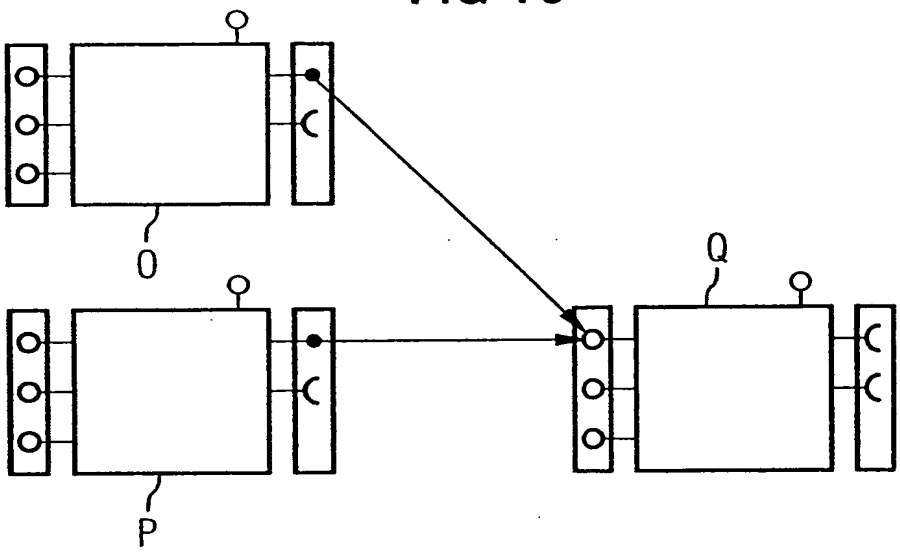
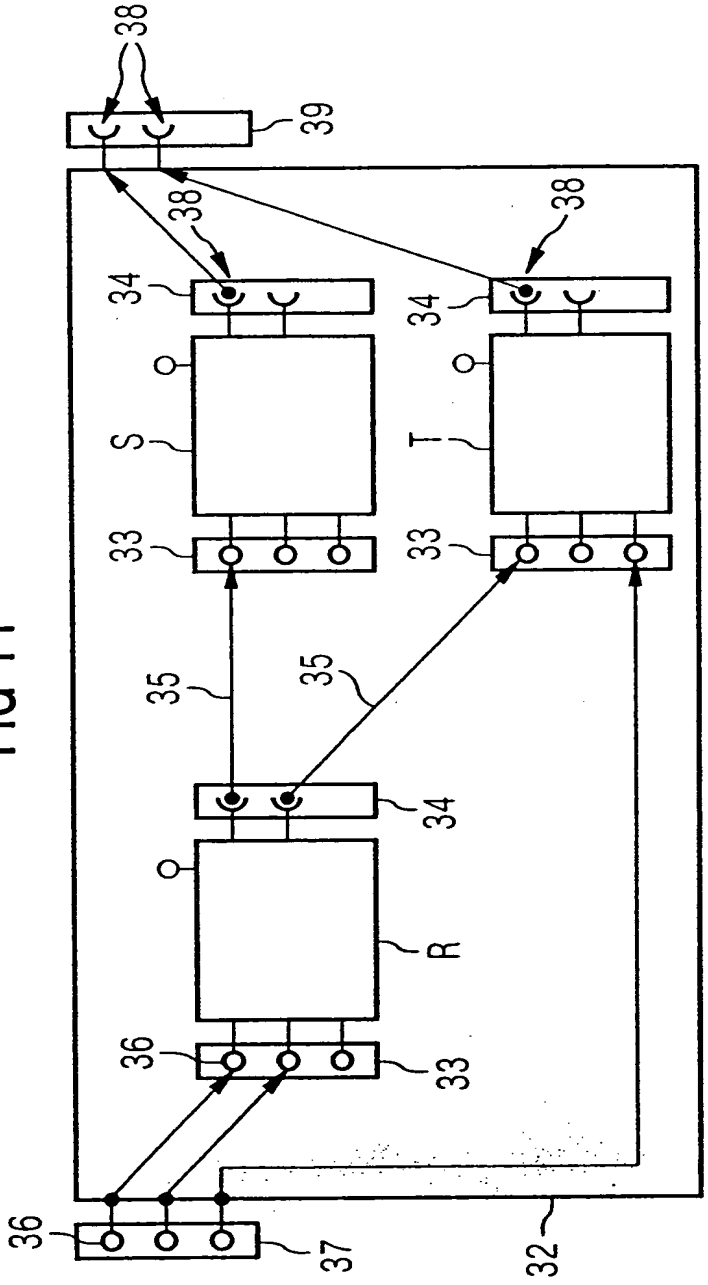
FIG 11